All feature have been achieved!

RRB Game

1. Using URP(Universal Rendering Pipleline)

2. Using polybrush to construct environment.

Used polybrush, proGrid and probuilder for building environment

3. Using Cinemachine (FreeLook type) to let sub-camera to follow the player character.

Created a CinemachineFreeLook camera to follow and lookat player all the time. Set up the Heading and Binding Mode as follow.

A screenshot of a computer

Description automatically generated with medium confidence

4. Adding Fog/something other to make unexplored area invisible

5. Player is controlled by mouse. The mouse icon will be replaced based on the game object we click on

Graphical user interface, application, Teams

Description automatically generated

From left to right

Hover mouse on port

Click to attack enemy

Click any place on the ground

6. Adding animation to player and enemies game object

Added!

7. Adding player and enemy attack logic (damge = attack power - defense, critical damage = 2\*attack power/skill power)

The damage calculation has been done in the CharacterData.cs file

8. Player and some enemies can perform normal attack and skill attack

Different animation and damage calculation has been achieved based on the attack type.

9. Adding enemy states (standingstill/wandering) and adding enemy attack method (short distance/long distance)

The enemies have two states: standingstill/wandering

If the enemy is standingstill, it won’t move until it sees player is nearby. There is a sight Radius which has

been set different for each enemy.

A picture containing text

Description automatically generated

If the enemy is wandering, it will wander from a point randomly to another point in the specific area. When it detects the player. It stops wandering and move toward player.

10. Using Scriptable object to store player/enemies data

There are two script objects have been created.

Graphical user interface, text, application

Description automatically generated

Graphical user interface

Description automatically generated with low confidence

Graphical user interface, text

Description automatically generated with medium confidence

11. Player Health bar

A picture containing graphical user interface

Description automatically generated

12. Player level up (character info should be increased. E,g: Hp, attack power, etc)

When player level up, the max health and current defense will be increased. The current HP is set to the new max health.

13. Creating UI to show player info

Same as 11. Now the player UI only shows HP and Experience

14. Create portal

Click on it and when nearby press E to teleport

A screenshot of a video game

Description automatically generated

15. Creating main menu

Used TimeLine to create cool animation when player click on New Game button

A picture containing calendar

Description automatically generated

16. Adding Audio

Audio for lobby, button hover and click, player hit, teleporting has been added

None of these has been achieved. ☹. Sorry, I am super busy for this term, and I spent tons of time on this project. I will try to achieve Mission system (talking to NPC, taking request, finishing quest by giving NPC something from inventory and he will give you the quest reward) for the App4 if I have time to do it!

------- Addition function if have time

\* Pick up Item from environment

\* Inventory system

\* Loot items after killing enemies

\* Equipment different weapons

\* Mission system (talking to NPC, taking request, finishing quest by giving NPC something from inventory and he will give you the quest reward)

Using ESC to back to main menu

Enemy for level1:

A picture containing text, outdoor object, colorful

Description automatically generated A screenshot of a video game

Description automatically generated

A picture containing indoor

Description automatically generated

A picture containing LEGO, toy, green

Description automatically generated

A screenshot of a video game

Description automatically generated with medium confidence

Enemy for level 2 (final boss)

A screenshot of a video game

Description automatically generated

Hit: Using its own weapon to fight it!